THE REAL GHOSTBUSTERS

"DEADCON-1"

(SCRIPT)

Written by:

Michael Edens and Mark Edens

September 10, 1986

DIC ENTERPRISES

"DEADCON-1"

ACT ONE

FADE IN:

EXT. PLUMP TOWERS - UPSHOT ON TOWERS - TILTING DOWN

along the glittering twin spires of the mirrored-glass skyscrapers: they seem to go forever.

MAYOR (VO)
It gives me great pleasure to announce the opening of New York City's newest convention center --

CONTINUE TILTING DOWN to show the middle of the towers, where they bulge out noticeably.

MAYOR (CONT VO)
-- Plump Towers!

WIDE ON CROWD

gathered at the foot of the towers, a group of DIGNITARIES and REPORTERS. PUSH IN on the MAYOR and J. PORTMAN PLUMP -- a fat financier in a three-piece suit -- standing in front of a huge red ribbon stretched across the entrance to the lobby between the towers. The mayor is holding an oversized pair of ceremonial scissors and speaking into a microphone on a stand.

MAYOR (CONT)
As mayor of this city, I would like to thank the man whose vision and financial backing made this project possible --

ON PLUMP

FLASHBULBS POP, as he takes out a huge cigar and lights it.

MAYOR (CONT OS)
-- Mr. J. Portman Plump.

ANGLE - MAYOR AND PLUMP

They each take one of the handles of the scissors and prepare to cut the red ribbon.

MAYOR (CONT)
I now declare Plump Towers --

CLOSE ON SCISSORS

as they SNIP the ribbon and it parts, falling OUT OF FRAME.

MAYOR (OS)
-- officially open!

The crowd APPLAUDS.

ON MAYOR AND PLUMP

MAYOR (CONT)
Never before in the history of our fair city --

Plump grabs the microphone and pulls it over to him.

PLUMP
Let's have a warm welcome for Plump Towers' first guests, the annual convention --

ON STREET

with a red carpet stretching down the sidewalk to the curb.

PLUMP (CONT OS)
-- of the American Society for the Advancement of Oral Hygiene.

A charter bus, with a banner on its side reading: "A.A.A.O.H." drives INTO FRAME and stops with a SOUND OF BRAKES.

ANGLE ON BUS DOOR

as it OPENS and a group of DENTISTS start getting off -- ordinary-looking middle-aged men in business suits, but wearing paper party hats and huge AAAOH buttons, ribbons, and name-tags. The first two dentists are named FRED and RALPH. They stop beside the door, gawking up at the towers OS.

FRED
This sure beats Des Moines, Ralph! I can't wait to take a bite out of the Big Apple!

RALPH
Just be sure you floss afterwards.

ANGLE - PLUMP AND MAYOR

Plump extends his hand as Fred steps INTO FRAME, but the Mayor jumps in front of him.

MAYOR
Welcome to New York!

The Mayor shakes hands with Fred -- and jumps when shocked by a BUZZING handbuzzer.

MAYOR
(STARTLED CRY)

ANGLE - FRED AND RALPH

Fred shows Ralph a handbuzzer strapped to the palm of his hand.

FRED
Handbuzzer. Gets 'em every time.

FRED AND RALPH
(SELF-SATISFIED LAUGHTER)

They walk OUT OF FRAME.

ANGLE - MAYOR AND PLUMP

The Mayor looks at his hand: a wisp of smoke rises from his palm. He turns toward Plump.

MAYOR
What's this other convention?

PLUMP
Something called "Deadcon-1" --

ON PLUMP

PLUMP (CONT)
Probably a bunch of undertakers.

THUNDER rumbles ominously. Plump looks up at the sky.

UPSHOT - PLUMP TOWERS

Thick black clouds move across the sky beyond the tops of the twin towers. LIGHTNING FLASHES and THUNDER rumbles.

ANGLE - MAYOR AND PLUMP

looking up at the sky. They look at each other, puzzled. We hear the sound of a CARRIAGE AND HOOFBEATS OS. The Mayor and Plump turn slowly, as though afraid to look, TOWARD THE CAMERA.

ON STREET - THEIR POV

as an old-fashioned black hearse, drawn by four ghostly black HORSES, drives INTO FRAME and stops at the end of the red carpet. The back door of the hearse opens slowly, CREAKING.

WIDE ANGLE - MAYOR AND PLUMP

staring, as an elegant ENGLISH GHOST from the Victorian era drifts INTO FRAME, dressed in a top hat and a flowing black cloak. The ghost dematerializes in front of them, floats right

through them, then rematerializes on the other side of them and continues OUT OF FRAME.

ANGLE ON LOBBY DOORS

The English Ghost drifts through the lobby doors without opening them. HOLD on the doors for a BEAT, then:

CONVENTION CENTER STAFF (OS)
(TERRIFIED SCREAMS)

The doors fly open, and a dozen members of the staff stampede out: BELLBOYS, CHEFS, MAIDS, and a DESK CLERK.

CUT TO:

EXT. GHOSTBUSTER HEADQUARTERS

An ordinary day -- but THUNDER RUMBLES ominously in the distance.

VENKMAN (VO)
Lets see -- I've got two hotels on that property...

INT. GHOSTBUSTER HEADQUARTERS - ON VENKMAN

sitting in front of a Monopoly-like game board, with a half dozen piles of different colored play money, each about a foot tall, in front of him.

VENKMAN (CONT)
That makes ten thousand dollars you owe me, Ray.

ANGLE - STANTZ

sitting across the table from Venkman, and looking in dismay at a single play money bill in each hand.

STANTZ
I've only got a thousand left...

Venkman leans INTO FRAME and snatches the bills from his hands.

VENKMAN
I'll take it.

ON VENKMAN

Venkman puts the bills on his money stacks and then pats the edges of the stacks, straightening and reshaping them lovingly.

VENKMAN (CONT)
It's not whether you win or lose, Ray. It's how you play the game.

ANGLE - GHOSTBUSTERS

sitting around the game table. Stantz has no money at all, Spengler and Zeddmore modest stacks of money maybe an inch high.

SPENGLER
I hate "Monotony."

Venkman picks up the dice and SHAKES them.

VENKMAN
Hey! Come on, Egon. Where's that old sense of competition?

A telephone RINGS OS.

ANGLE - JANINE

sitting at her desk: she answers the phone.

JANINE
Ghostbusters.

VENKMAN (OS)
Look at Winston. He's only got one property, but he's still in there fighting.

JANINE
Plump Towers -- right. They'll be right over.

WIDE - GHOSTBUSTERS AND JANINE

Janine hangs up the phone.

JANINE (CONT)
We've got a job.

ANGLE - GHOSTBUSTERS

Stantz, Spengler, and Zeddmore start to get up from the table.

VENKMAN
Hey! What's the hurry, guys? I can win in one more move.

ANGLE - STANTZ

looking down at Venkman.

STANTZ
You'll sulk if we don't finish the game, won't you?

ON VENKMAN

sitting there sulkily, eyes downcast and arms folded, pouting.

VENKMAN
I never sulk.

ANGLE - GHOSTBUSTERS

Stantz, Spengler, and Zeddmore sit back down at the table.

STANTZ
Okay, Peter, it's your move.

ON VENKMAN

smiling as he rolls the dice -- and his smile vanishes.

ZEDDMORE (OS)
Hey, you've landed on my property!

CLOSE - ZEDDMORE

as he leans down close to the board, beside a huge pile of multi-colored building tokens, all on one property.

ZEDDMORE (CONT)
That's sixty motels, forty-two condominiums, nine shopping centers, and a major university.

ANGLE - ZEDDMORE AND VENKMAN

Zeddmore glances at Venkman, who's staring at the board, stunned.

ZEDDMORE (CONT)
It looks like you owe me eight million dollars.

ANGLE - GHOSTBUSTERS

Venkman stands up dramatically.

VENKMAN
No time for games, guys! We've got a job to do!

Venkman turns and strides purposefully OUT OF FRAME.

WIPE TO:

EXT. PLUMP TOWERS - WIDE ON TOWERS

ECTO-1 races INTO FRAME and SCREECHES to a halt outside the entrance to the convention center.

ANGLE - GHOSTBUSTERS - TRACKING

them as they run, holding their particle throwers in front of them like soldiers running at the double, from Ecto-1 to the hotel.

INT. LOBBY - ON DOORS

as the Ghostbusters burst inside, particle throwers ready, into the glittering marble, glass, and chrome of the lobby. They stop and look around.

ZEDDMORE
So where's the ghost?

Suddenly they duck, as a flowing white "something" -- actually Fred the dentist, using a hotel bedsheet for a toga -- swings THROUGH THE FRAME above them.

FRED
(WAILING TARZAN YELL)

The Ghostbusters FIRE their particle throwers at the dentist OS.

UPSHOT - FRED - PANNING

with him as he swings, in his bedsheet toga, from the lobby chandelier -- a mass of GLITTERING CHROME AND BRIGHT LIGHTS.

FRED (CONT)
(WAILING TARZAN YELL)

Four ION STREAMS BLAZE INTO FRAME and EXPLODE on the chandelier. Fred and the chandelier both drop OUT OF FRAME.

FRED (CONT)
(TARZAN YELL CHANGES TO CRY OF TERROR)

There is a TREMENDOUS CRASH and SPLASH OS.

ANGLE - FRED

SPLASHING about in one of the lobby's reflecting pools, swathed in his soaked toga and struggling to get out of it. Beside the pool are the twisted ruins of the chandelier. The Ghostbusters run INTO FRAME and level their particle throwers at Fred. Fred pokes his head out of his toga.

STANTZ
Hold your fire, guys.

PLUMP (OS)
What do you think you're doing?!

As the Ghostbusters look over their shoulders in the direction of the voice, WIDEN THE ANGLE to include a fuming J. Portman Plump.

VENKMAN
Your guess is as good as mine.

PLUMP
You must be the Ghostbusters.

ANGLE - VENKMAN

as he turns TOWARD THE CAMERA.

VENKMAN
Our legend precedes us.

ON PLUMP

as he leans TOWARD THE CAMERA angrily.

PLUMP
I want to see the four of you in my office!

WIPE TO:

INT. PLUMP'S OFFICE - ANGLE ON PLUMP AND GHOSTBUSTERS

Plump is sitting behind his huge desk. The Ghostbusters stand in a row in front of the desk, like naughty schoolboys called before the principal.

PLUMP (CONT)
Those dentists are guests at this hotel, and I don't want you shooting any more of them with those -- those --

SPENGLER
Particle throwers.

ON VENKMAN

VENKMAN
I've always wanted to do that to a dentist.

ON GHOSTBUSTERS

STANTZ
Just tell us where the ghost is and we'll get him and be out of here.

ANGLE - PLUMP

PLUMP
Floors twelve through nineteen.

ON ZEDDMORE AND VENKMAN

They look at one another.

ZEDDMORE
This sounds like a big job.

VENKMAN
We'd better charge by the hour.

ANGLE - PLUMP AND GHOSTBUSTERS

Stantz turns to Spengler.

STANTZ
What ever happened to that particle throwing tank you were working on, Egon?

Plump leaps angrily to his feet.

PLUMP
Tanks!

ON VENKMAN

VENKMAN
You're welcome.

ON PLUMP

standing behind his desk.

PLUMP
There won't be any tanks in my hotel!

ANGLE - GHOSTBUSTERS AND PLUMP

Plump starts around the desk toward the Ghostbusters.

PLUMP (CONT)
And until you figure out a way to get rid of the ghosts without wrecking my hotel --

ANGLE - PLUMP AND VENKMAN

Plump grabs the barrel of Venkman's particle thrower and tugs on it, trying to take it away from him.

PLUMP (CONT)
-- you can just leave those particle throwers in my office!

VENKMAN
(melodramatically)
Don't make be do it!

ON ZEDDMORE AND STANTZ

ZEDDMORE
We can't fight ghosts without our particle throwers.

STANTZ
I'm afraid we'll have to, Winston.

ON STANTZ

STANTZ (CONT)
This ghost convention could be the start of something big. We have to find out what Deadcon-1 is all about.

ANGLE - ZEDDMORE, STANTZ, SPENGLER

SPENGLER
That means we'll have to work undercover.

STANTZ
Right.

ZEDDMORE
I'll get the false noses.

Zeddmore walks OUT OF FRAME.

CUT TO:

EXT. PLUMP TOWERS - UPSHOT ON TOWERS

The sky above the towers is filled with thick black clouds. LIGHTNING FLASHES and THUNDER RUMBLES.

CUT TO:

INT. LOBBY - FRONT DESK - TIGHT ANGLE ON PIGEON-HOLE BOX

as Stantz's hand takes a room key from the box.

ANGLE - STANTZ AND AFRICAN FETISH GHOST

Stantz turns around from the rack of boxes and hands the room key to an AFRICAN FETISH GHOST -- an animated version of a stylized African carving -- standing on the other side of the desk.

STANTZ
Would you like someone to take you up to your room?

The Fetish rises straight up into the air and OUT OF FRAME.

STANTZ (CONT)
I guess not.

CUT TO:

EXT. PLUMP TOWERS - ON TAXI - FROM BEHIND

A yellow taxi is parked in front of Plump Towers. The trunk OPENS by itself, and several suitcases float up out of it and drift OUT OF FRAME, toward the hotel.

CUT TO:

INT. LOBBY - FRONT DESK - ANGLE ON STANTZ AND MANITOU

Stantz faces an Indian MANITOU across the front desk: the ghostly Manitou wears a feathered headress.

STANTZ (CONT)
Do you have a reservation?

ANGLE ON LOBBY

as several ghosts float THROUGH THE FRAME: first a SAMURAI GHOST in full armor, carrying a wicker suitcase; then an ARAB GHOST in a burnoose and robes, carrying a striped canvas suitcase; and finally the GHOST OF LOUIS XVI, dressed impeccably in the garb of the eighteenth century French court, carrying his severed head.

FRONT DESK - ANGLE ON STANTZ AND MUMMY

Stantz slides the register across the desk to a linen-wrapped MUMMY waiting to check in.

STANTZ (CONT OS)
Sign the register, please.

TIGHT ANGLE - STANTZ

He picks up the register and looks at it.

STANTZ (CONT)
Do you have any luggage, Mr. --

CLOSE ON REGISTER - STANTZ'S POV

The mummy's name is written in hieroglyphics enclosed in an oval cartouche.

STANTZ (CONT OS)
Hmmm.

TIGHT ANGLE - STANTZ

as he turns TOWARD THE CAMERA.

STANTZ (CONT)
Probably means "Smith."

ANGLE - STANTZ AND MUMMY

Stantz lays the register down on the desk.

STANTZ (CONT)
Any luggage, sir?

The Mummy points behind him.

ON SARCOPHAGUS - STANTZ'S POV

Leaning against a column is an ornate gold Egyptian sarcophagus.

STANTZ (CONT OS)
Of course.

ANGLE - STANTZ AND MUMMY

Stantz RINGS the bell on the front desk.

STANTZ (CONT)
Front!

Spengler steps INTO FRAME, still in his Ghostbuster uniform, but wearing a bellhop's cap.

LOBBY - MUMMY AND SPENGLER - PANNING

with them as the Mummy walks across the lobby, dragging its left leg stiffly, and Spengler struggles along behind him, carrying the sarcophagus on his back.

SPENGLER
(straining voice)
Now I know how he hurt his leg.

END PAN as they reach a set of elevator doors. The elevator opens and Fred and Ralph step out and walk past them.

ANGLE - FRED AND RALPH

They stop beside a potted plant and look back at the elevator.

FRED
Did you see those bandages, Ralph?
Must've been in an accident.

ON ELEVATOR - MUMMY AND SPENGLER INSIDE

The doors CLOSE behind the Mummy, Spengler, and the sarcophagus.

RALPH (OS)
Nice looking suitcase, though.

CUT TO:

INT. TELEPHONE SWITCHBOARD AREA - ANGLE ON ZEDDMORE

sitting at the switchboard in his Ghostbuster uniform, wearing an operator's headset. He plugs a line into the switchboard.

ZEDDMORE
This is your wake-up call.

He holds up a portable CLAXON and BLASTS it directly into the mouth-piece of his headset.

WIDER ANGLE ON ZEDDMORE

Stantz sticks his head in through the door to the front desk.

STANTZ
Could you tone it down, Winston?
That thing's loud enough to wake the --

TIGHTER ANGLE - STANTZ

STANTZ (CONT)
(with sudden realization)
Never mind.

He turns and steps OUT OF FRAME.

ANGLE - ZEDDMORE

The switchboard BEEPS and Zeddmore plugs in another line.

ZEDDMORE
Front desk. May I help you?

TIGHTER ANGLE - ZEDDMORE

He listens to a BUZZING VOICE on the phone.

ZEDDMORE (CONT)
Chains rattling next door? Wailing and moaning? Well, you know, ghosts just --

The HEADSET BUZZES angrily.

ZEDDMORE (CONT)
-- oh, you are a ghost. Yes, sir. I'll ask those dentists to keep it down.

WIDEN THE ANGLE as Venkman pushes a room service cart loaded with covered trays INTO FRAME behind Zeddmore.

VENKMAN
Any more orders for room service?

TIGHT ANGLE - ZEDDMORE

He turns and looks back over his shoulder at Venkman OS.

ZEDDMORE
Room 1302 wants a live chicken.

ANGLE - VENKMAN AND ZEDDMORE

VENKMAN
Lunch?

ZEDDMORE
Religious ceremony.

VENKMAN
(with a disgusted expression)
Uggggh.

Venkman pushes the cart past Zeddmore and OUT OF FRAME.

CUT TO:

INT. LOBBY - ELEVATORS - ANGLE ON VENKMAN

Heading for the elevator, Venkman pushes the room service cart past a potted plant and OUT OF FRAME. HOLD on the potted plant, as we hear the elevator bell RING and the doors SLIDE OPEN -- and then the loud CRASH AND CLATTER of the cart turning over.

VENKMAN (OS)
(STARTLED CRY)

A half-dozen dentists in party hats dance INTO FRAME, in a conga line: they've just run over Venkman.

CUT TO:

INT. TELEPHONE SWITCHBOARD AREA - ANGLE ON ZEDDMORE

The switchboard BEEPS and Zeddmore plugs into an outside line.

ZEDDMORE
Plump Towers.

A VOICE BUZZES. Zeddmore looks toward the front desk.

ZEDDMORE (CONT)
Hey, Ray -- could you come here a minute?

Stantz walks in through the door to the front desk.

ZEDDMORE (CONT)
It's Janine. She says she's got a very strange call from one of the guests here.

ANGLE - STANTZ

as he takes the headset from Zeddmore and slips it on.

STANTZ
What is it, Janine?

CUT TO:

INT. GHOSTBUSTER HEADQUARTERS - LOBBY - ANGLE ON JANINE

sitting at her desk, talking on the telephone.

JANINE
You won't believe what he wants me to do...

CUT TO:

INT. TELEPHONE SWITCHBOARD AREA - ANGLE ON ZEDDMORE AND STANTZ

The front desk bell RINGS SEVERAL TIMES, impatiently. Stantz and Zeddmore glance over at the door.

STANTZ
I don't care what he wants -- just do it. We can't let these ghosts know we're onto them.

ON STANTZ

STANTZ (CONT)
This thing's big, Janine!

CUT TO:

INT. GHOSTBUSTER HEADQUARTERS - LOBBY - ANGLE ON JANINE

sitting at her desk, talking on the telephone.

JANINE
It's about to get bigger.

She hangs up the phone, BANGING it down angrily.

CUT TO:

INT. HOTEL CORRIDOR - ON ELEVATOR DOORS

The ELEVATOR BELL RINGS and the doors open, revealing Venkman and his room service cart. Venkman pushes the cart out into the corridor -- and stops, stunned.

VENKMAN
Whoa!

DOWN THE CORRIDOR - VENKMAN'S POV

The corridor is dark and gloomy, draped in spider webs, with mist drifting along the carpeted floor. An eerie WIND MOANS.

VENKMAN (CONT OS)
We gotta get better maid service.

ANGLE - VENKMAN - TRACKING

him as he pushes the cart down the corridor. Strange sounds come to him from behind the different doors as he passes them: snatches of WEIRD BAGPIPE MUSIC, assorted MOANS and BANSHEE WAILS, the pounding of PRIMITIVE DRUMS, INDIAN CHANTS, GHASTLY LAUGHTER. He stops in front of one of the doors.

ANOTHER ANGLE - VENKMAN

holding a covered tray in his hand: he KNOCKS on the door.

VENKMAN (CONT)
Room service.

A DISEMBODIED HEAD materializes through the door and dives under the cover of the tray. Venkman drops the tray with a CLANG and steps back hurriedly.

VENKMAN (CONT)
Uggggh...

ANGLE ON TRAY

The tray lid RATTLES up and down and we hear HORRIBLE SLURPING NOISES -- and then a loud BELCH. The disembodied head flies back out from under the tray and through the door.

ANGLE - VENKMAN

standing behind the cart, looking down at the tray.

VENKMAN (CONT)
Where does he put it all?

He pushes the cart down the corridor.

FURTHER DOWN THE CORRIDOR - ON ANOTHER DOOR

Venkman wheels his cart INTO FRAME and stops in front of the door. He KNOCKS on the door.

VENKMAN (CONT)
Room service.

Suddenly the door flies open. HURRICANE WINDS ROAR (SFX CONTINUE THROUGHOUT SCENE), and we see a SWIRLING VORTEX of colors inside the room.

INT. HAUNTED HOTEL ROOM - ANGLE ON DOOR

The cart flies through the door, CLATTERING AND BANGING. A BEAT, and then Venkman flies after it, but catches onto the doorknob.

VENKMAN (CONT)
(CRY OF ALARM)

He hangs from the doorknob, parallel to the floor, sticking out like a flag in a stiff wind.

TIGHT ANGLE - VENKMAN

straining to hang on to the door, while the HURRICANE SHRIEKS.

VENKMAN (CONT)
(shouting over the wind)
You could've just put out the "Do Not Disturb" sign!

ON SWIRLING VORTEX - VENKMAN'S POV

Looking past Venkman's feet, we see a swirling unearthly vortex (like the closet in "Poltergeist"). A huge, hideous ghostly SKULL-LIKE HEAD bursts through the colors at the center of the vortex. Its slavering jaws gape as it moves toward Venkman...

HUGE SKULL-LIKE HEAD
(TREMENDOUS ROAR)

FADE OUT.

END OF ACT ONE

ACT TWO

FADE IN:

INT. HOTEL CORRIDOR - ANGLE DOWN THE HALL

We see the hall and the open door, and hear the HURRICANE SHRIEK of the vortex and the ROAR of the ghost. Suddenly, the room service cart shoots out of the room, with a slimed Venkman riding on top of it, his uniform hanging in tatters. Venkman falls off the cart as it CRASHES into the wall. The door SLAMS.

TIGHTER ANGLE - VENKMAN

as he stands up, beside the cart, which is bent and battered and covered with broken dishes and bones and dripping with slime.

VENKMAN
(calling through the door)
I'll send the maid up later to clean your room!

ON VENKMAN

VENKMAN (CONT)
If it's still there.

WIPE TO:

INT. LOBBY - FRONT DESK - ANGLE ON STANTZ

standing at the desk. Venkman, slimy and tattered, wheels the battered cart INTO FRAME.

STANTZ
Where have you been?

VENKMAN
You tell me.

WIDEN THE ANGLE as Spengler and Zeddmore walk INTO FRAME.

SPENGLER
Did you find out anything?

VENKMAN
Yeah.

ON VENKMAN

VENKMAN (CONT)
Ghosts are lousy tippers.

ANGLE - STANTZ

STANTZ
The Deadcon-1 opening banquet is tonight. Maybe we can find out something then.

ON SPENGLER

SPENGLER
The dentists are having a masquerade ball at the same time.

ANGLE - GHOSTBUSTERS

SPENGLER (CONT)
(ominously)
You know what that means...

ZEDDMORE
Yeah. We'd better make some hors d'oeuvres.

Zeddmore turns and walks OUT OF FRAME.

WIPE TO:

INT. LOBBY - NIGHT - CLOSE ON DENTIST

as he blows his NOISEMAKER and it unrolls TOWARD THE CAMERA. The dentist tosses confetti in the air and steps OUT OF FRAME, so that we see the lobby beyond him, and a half-dozen partying dentists -- two in surgical masks and gowns, one in a harlequin outfit, one wearing a toga, and one pair in a horse suit.

ANGLE - ELEVATOR DOORS

The elevator bell RINGS and the doors OPEN, revealing Fred and Ralph inside. Fred is dressed as a giant molar, Ralph as a large toothbrush. PAN with them as they walk across the lobby.

FRED
Getting a bunch of dentists to party isn't exactly like pulling teeth, you know!

FRED AND RALPH
(RAUCOUS LAUGHTER)

They pass a HIDEOUS SKELETAL GHOST. Fred glances back at it over his shoulder.

FRED
Great costume, huh, Ralph?

RALPH
Oh, I don't know, Fred. I got one of those for my son last Halloween.

CUT TO:

INT. HOTEL KITCHEN - NIGHT - WIDE ON GHOSTBUSTERS

with aprons over their uniforms, working in the kitchen. Spengler and Zeddmore are stirring huge steaming pots on the stove with big metal spoons. Venkman is taking a tray of dinner rolls out of the oven. Stantz is squirting cream cheese from a pastry bag onto little round crackers.

STANTZ
There's one thing I don't understand.

ON STANTZ

as he SQUIRTS more cream cheese onto the crackers.

STANTZ (CONT)
Why would a bunch of ghosts want to hold a convention?

ANGLE - VENKMAN

as he sets the tray of rolls down on a counter. He picks one up.

VENKMAN
To get away from their wives?

He takes a bite out of the dinner roll.

PLUMP (OS)
Don't eat up my profits!

ANGLE - PLUMP AND GHOSTBUSTERS

as Plump walks up to them.

PLUMP (CONT)
Have you made any progress on this ghost business?

ON SPENGLER AND ZEDDMORE

They look at one another and shrug.

ON VENKMANAND STANTZ

VENKMAN
I cannot tell a lie.
(nods toward Stantz)
You tell him, Ray.

STANTZ
I'm afraid we're not getting anywhere.

ON PLUMP

PLUMP
In that case, I've got a special request from the Deadcon meeting.

ANGLE - PLUMP AND GHOSTBUSTERS

PLUMP (CONT)
Hot chocolate -- about a thousand gallons.

ZEDDMORE
I'll wash some cups.

He starts to walk away.

PLUMP
They only want one cup.

ON GHOSTBUSTERS

The Ghostbusters look at each other in amazement.

PLUMP (CONT OS)
It's for their keynote speaker.

Suddenly, we hear the distant RUMBLING THUMP OF ENORMOUS FOOTSTEPS. The Ghostbusters look OS toward the lobby.

CUT TO:

INT. LOBBY - NIGHT - ANGLE ON SERVICE DOOR

The Ghostbusters FLING OPEN the door and rush out -- but immediately draw back, cringing.

GHOSTBUSTERS
(FRIGHTENED CRIES)

A huge white foot SMASHES down right in front of them, FILLING THE FRAME.

UPSHOT - STAY-PUFT MAN - THEIR POV

The Stay-Puft Marshmallow Man walks past them, towering above them, his head almost touching the ceiling of the lobby.

STANTZ
It's the Stay-Puft Marshmallow Man!

ON GRAND PIANO

as the Stay-Puft Man's huge foot descends INTO FRAME and steps on the piano, SMASHING it, with a TWANG OF PIANO STRINGS and a CRUNCH of splintering wood.

ON STAY-PUFT MAN

He lifts his foot and looks down at it, embarrassed.

STAY-PUFT MAN
Ooops! Look what I stepped in!...

ANGLE - GHOSTBUSTERS

standing outside the door, staring in amazement.

SPENGLER
I can't understand it! How could he have gotten out of the ecto-containment unit?

JANINE (OS)
I let him out.

They turn around, as Janine hurries INTO FRAME.

GHOSTBUSTERS
You?!

ON VENKMAN

VENKMAN
Definitely a no-no, Janine.

ON JANINE

JANINE
It's not my fault.

ANGLE - GHOSTBUSTERS AND JANINE

Janine points at Stantz.

JANINE (CONT)
He said to do whatever they wanted.

They all look at Stantz.

ON STANTZ

STANTZ
(sheepishly)
The customer's always right. Even when he's dead.

ANGLE - GHOSTBUSTERS AND JANINE

ZEDDMORE
We're sorry we gave you such a hard time, Janine --

JANINE
Save it.

She turns angrily and walks OUT OF FRAME.

ON JANINE - FROM BEHIND

as she walks away.

JANINE (CONT)
I better get overtime for this.

CUT TO:

INT. SERVICE CORRIDOR - NIGHT - ANGLE ON VENKMAN AND STANTZ - PANNING

with them as they walk along a narrow service corridor, carrying trays of hors d'oeuvres.

STANTZ
I never thought we'd see the Stay-Puft Man again.

VENKMAN
I hope he likes candied marshmallows.

They go in a door.

INT. BALLROOM - NIGHT - ANGLE ON DOOR

Stantz and Venkman walk inside and stop. WAITING ROOM MUZAK fills the room.

VENKMAN
That's the most frightening thing I've ever seen.

STANTZ
It's all right, Peter -- we're in the wrong room.

ON DENTISTS - THEIR POV

We see a group of dentists in cheesy masquerade costumes.

STANTZ (CONT)
It's just a bunch of dentists.

ON VENKMAN

VENKMAN
I know.

ANGLE - STANTZ AND VENKMAN

They turn and walk out the door. We hear a SQUEAL OF FEEDBACK.

RALPH (OS)
(over PA system)
All right, everybody --

WIDE ON PODIUM

Ralph stands on the podium, speaking into a microphone, beneath a huge "AAAOH" banner.

RALPH (CONT)
-- let's hear you say: "Aaaoh!"

CUT TO:

INT. CORRIDOR - NIGHT - ANGLE ON VENKMAN AND STANTZ - PANNING

with them as they walk along another service corridor.

STANTZ
The banquet hall must be this way.

END PAN on a small side door as they walk past it and OUT OF FRAME. Through the door we can see the huge white legs of the Stay-Puft Man, sitting down, with his hands on his knees, holding a tiny set of note cards. He's rehearsing his speech.

STAY-PUFT MAN
(nervously)
Good evening, ladies and ghosts --
wait for laugh -- a funny thing
happened to me on the way to the
hotel...

CUT TO:

INT. BANQUET HALL - NIGHT - ANGLE ON DOOR

as Venkman and Stantz walk in, carrying trays. They stop, stunned by what they see. The entire hall GLOWS with the combined spectral light of the ghost delegates.

ENGLISH GHOST (OS)
What do we want?!

GHOST DELEGATES (OS)
Doomsday!

ANGLE - ENGLISH GHOST

floating behind a lectern on the stage.

ENGLISH GHOST
When do we want it?!

ON GHOST DELEGATES

floating in rows in front of the stage.

ALL GHOSTS
Now!

ON VENKMAN AND STANTZ

VENKMAN
This doesn't sound good, Ray.

ALL GHOSTS (OS)
(chanting, continuous)
Doomsday, doomsday, doomsday...

ON STANTZ

STANTZ
(with awful realization)
That must be why they're holding a convention!

ALL GHOSTS
Doomsday, doomsday, doomsday...

WIDE ANGLE - VENKMAN AND STANTZ AND GHOST DELEGATES

STANTZ (CONT)
They're planning to take over the world!

The ghosts' chant ends abruptly, and they turn and glare at Stantz and Venkman. Dead SILENCE.

ANGLE - VENKMAN AND STANTZ

Venkman holds out his tray nervously.

VENKMAN
Paté, anyone?

ON GHOSTS

They rush forward, straight AT THE CAMERA, FILLING THE FRAME.

GHOSTS
(FEROCIOUS SHRIEKS)

ANGLE - VENKMAN AND STANTZ

They throw their trays OUT OF FRAME at the ghosts --

STANTZ AND VENKMAN
(FRIGHTENED CRIES)

-- and turn and run for the door.

CUT TO:

INT. HOTEL KITCHEN - NIGHT - ON ZEDDMORE AND SPENGLER

wearing aprons, and slaving away over a hot stove. Zeddmore wears a chef's hat.

ZEDDMORE
Do you think I should make some --

Stantz and Venkman run THROUGH THE FRAME in the FG.

VENKMAN
Run for your lives!

ZEDDMORE
(finishing weakly)
-- cheese balls?...

ANGLE ON DOOR

as it BURSTS OPEN and a horde of ghosts pour into the kitchen.

GHOSTS
(ANGRY SHRIEKS)

ON ZEDDMORE AND SPENGLER

as they react with fright and run OUT OF FRAME.

ZEDDMORE AND SPENGLER
(FRIGHTENED CRIES)

Zeddmore's chef's hat comes off as he runs away and remains spinning in the air for a moment before it falls.

CUT TO:

INT. HOTEL CORRIDOR - NIGHT - ANGLE ON GHOSTBUSTERS - TRACKING

them as they run down the corridor.

STANTZ
Mr. Plump! We've gotta have our particle throwers!

ANGLE - PLUMP

standing outside the door to his office.

PLUMP
Oh, no you don't! You're not going to wreck my hotel!

The Ghostbusters run INTO FRAME and stop in front of Plump.

STANTZ
(out of breath)
There's an army of slavering fiends planning to take over the world!

PLUMP
As long as they don't break anything...

Zeddmore glances back down the hall behind them.

ZEDDMORE
Here they come!

The Ghostbusters dive into Plump's office.

DOWN THE CORRIDOR - ON GHOSTS

The ghost delegates fly down the corridor TOWARD THE CAMERA.

GHOSTS
(GHOSTLY WAILS)

REVERSE DOWN THE CORRIDOR - ON PLUMP - TRUCKING IN

with the movement of the ghosts as they charge down the hall.

PLUMP
Could you try to keep your feet off the ceiling?

ANGLE - PLUMP

The ghosts swoop THROUGH THE FRAME, carrying Plump with them.

GHOSTS
(TRIUMPHANT WAIL)

INT. PLUMP'S OFFICE - NIGHT - WIDE

Inside the luxurious office, the Ghostbusters are hastily donning their proton packs. Zeddmore looks out the door.

ZEDDMORE
They've got Plump!

ANGLE - STANTZ

He SWITCHES ON HIS PROTON PACK.

STANTZ
Let's show these gobs of slime some real hospitality.

ON VENKMAN

VENKMAN
Service with a smile.

He hefts a particle thrower and grins maliciously.

WIPE TO:

INT. BANQUET HALL - NIGHT - ANGLE ON DOOR

as it BURSTS OPEN and the Ghostbusters rush in, their particle throwers ready.

STANTZ
They're gone!

WIDE ON BANQUET HALL

The Ghostbusters are alone in the huge room.

VENKMAN
Short meeting.

The Ghostbusters turn and hurry back out the door. PAN across the stage to a door in the wings, and PUSH IN on the door. We can see the Stay-Puft Man -- or at least part of him -- sitting on the other side of the door, still rehearsing his speech.

STAY-PUFT MAN
That reminds me of the story about the traveling salesman and the ghost of the farmer's daughter...

CUT TO:

INT. BALLROOM - NIGHT - ON POTTED PLANTS

We hear the dentists' WAITING ROOM MUZAK, as the fronds of the potted plants part, and the Ghostbusters peek out.

ON BALLROOM - THEIR POV

We see several people dancing -- half of them wildly costumed dentists, half of them ghosts.

SPENGLER (OS)
They're in there, all right.

CLOSE ON GHOSTBUSTERS

peeking through the potted plants.

VENKMAN
Come on, guys. Let's mingle.

The fronds of the plants close, hiding them again.

ANGLE - FRED AND FEMALE VAMPIRE GHOST

Fred, still in his molar costume, dances cheek to cheek with an evilly beautiful FEMALE VAMPIRE GHOST with enormous fangs.

FRED
Excuse me, but I couldn't help noticing your overbite...

Stantz steps INTO FRAME and taps Fred on the shoulder. Fred looks over his shoulder.

STANTZ
Mind if I cut in?

FRED
Oh, sure...

Fred steps OUT OF FRAME. Stantz nonchalantly drops a ghost trap at the feet of the Female Vampire Ghost. The trap opens and SUCKS the ghost down into it.

ANGLE - FRED

as he walks away, but stops and turns.

FRED (CONT)
Say, do you --

ANGLE - STANTZ AND FRED

Fred looks around.

FRED (CONT)
Where'd she go?

STANTZ
She had to sit down. She was dead on her feet.

ANGLE - ZEDDMORE AND LOUIS XVI GHOST

facing each other over a table with a large punch bowl on it.

Zeddmore holds out a cup of punch. The ghost is holding his head in his hand.

ZEDDMORE
Punch?

The ghost shakes his head. TILT DOWN to show underneath the table: the ghost is standing over a ghost trap, and the remote pedal is under Zeddmore's foot. He steps on the pedal, and the trap OPENS and SUCKS the ghost down into it. TILT UP again to show Zeddmore alone at the punch table. He POURS the cup of punch back into the bowl. Stantz and Spengler step INTO FRAME, across the table from Zeddmore.

STANTZ
How's it going, Winston?

ZEDDMORE
I've caught two or three of 'em.

SPENGLER
Has anybody seen Plump?

MANY GHOSTS
(in unison)
We have!

PULL BACK to show groups of angry ghosts on both sides of them, glaring at them fiercely. They're surrounded.

ON STANTZ AND SPENGLER

standing stiffly, not daring to move.

STANTZ
This isn't as hopeless as it looks.

SPENGLER
It couldn't be.

DOWNSHOT - STANTZ, SPENGLER, ZEDDMORE, AND GHOSTS

The ghosts surrounding them begin to close in -- and suddenly we hear a loud SQUEAL OF FEEDBACK.

VENKMAN (OS)
(over PA system)
All right, everybody --

The ghosts stop, and everybody looks OS in unison.

ON VENKMAN

standing on the podium and speaking into the microphone.

VENKMAN (CONT)
-- it's conga time!

ON FRED AND RALPH

as they react with excitement.

FRED
All right!

ON ARAB GHOST AND AFRICAN FETISH GHOST

looking perplexed, as the waiting room muzak suddenly changes into lively BRAZILIAN CONGA MUSIC. A half-dozen costumed dentists, including Fred and Ralph, hurry THROUGH THE FRAME, carrying the ghosts along with them.

RALPH
Everybody in line!

ON POTTED PLANTS

Venkman dances INTO FRAME in front of the plants, at the head of the conga line. Dancing along behind Venkman is Fred, followed by the Mummy, then another dentist, and then another ghost.

VENKMAN
(chanting the beat)
Boom-chicky boom-chicky boom-boom-
boom!

ANGLE - CONGA LINE

Venkman leans the dancing line of dentists and ghosts out the door into the lobby.

INT. LOBBY - NIGHT - ANGLE ON DOOR

As Venkman leads the conga line out into the lobby, he pulls out a ghost trap and DROPS IT beside the door.

INT. BALLROOM - NIGHT - ANGLE ON DOOR

as the conga line of dentists and ghosts continues to dance out. We hear the sound of a GHOST TRAP OPENING OS.

INT. LOBBY - NIGHT - ANGLE ON DOOR

as Ralph dances out, with the Arab Ghost right behind him. A ghost trap beside the door OPENS and SUCKS the ghost into it.

ANGLE - VENKMAN

crouching beside the door. He tosses the full trap OUT OF FRAME behind him and sets another one down beside the door.

INT. BALLROOM - NIGHT - ANGLE ON DOOR

as the end of the conga line dances out: Zeddmore, Stantz, the Samurai Ghost, and Spengler. We hear another GHOST TRAP OPEN OS.

INT. LOBBY - NIGHT - ANGLE ON DOOR

as Zeddmore, Stantz, the Samurai Ghost, and Spengler dance out. A ghost trap beside the door OPENS and SUCKS the Samurai Ghost inside.

SPENGLER
That's the last of them!

ANGLE - CONGA LINE

including Fred and Ralph, and composed entirely of dentists now: they dance across the lobby, unaware of what's happened.

RALPH
Hey -- the line got shorter!

ANGLE - VENKMAN

standing near the door with a full ghost trap in his hand.

VENKMAN
I hope I didn't get any dentists by mistake.

He tosses the trap OUT OF FRAME. We hear a CLATTER as it lands atop a pile of other traps. PAN OVER to show the heap of dozens and dozens of full traps.

ON ZEDDMORE, SPENGLER, STANTZ

SPENGLER
We still have to find Mr. Plump.

PLUMP (OS)
(TERRIFIED SCREAM)

They look toward the ballroom OS.

ON VENKMAN

VENKMAN
That could be a clue.

INT. BALLROOM - NIGHT - UPSHOT ON CHANDELIER

A multi-faceted revolving disco globe -- with the English Ghost and the Indian Manitou flying around and around it, carrying Plump between them.

PLUMP
Heeeeelp!

DOWNSHOT ON DOOR

The Ghostbusters have just run in: they look up.

VENKMAN
Couldn't we just let them keep him?

STANTZ
Bad for business.

ANGLE - SPENGLER

as he raises his particle thrower.

SPENGLER
I'll get him down.

He FIRES.

UPSHOT - PLUMP AND TWO GHOSTS

flying around the globe chandelier. The ION STREAM streaks up INTO FRAME, hits the globe, and reflects off it in a half-dozen different, smaller beams. Two of them hit the ghosts --

ENGLISH GHOST AND MANITOU
(CRIES OF SURPRISE)

-- who drop Plump. He plummets OUT OF FRAME.

ANGLE - VENKMAN AND SPENGLER

with Spengler still FIRING.

VENKMAN
Nice shot, Egon.

ANGLE - PLUMP

as he falls THROUGH THE FRAME.

PLUMP
(SCREAMS)

ANGLE - STANTZ AND ZEDDMORE - PANNING

with them as they run across the ballroom.

STANTZ
Quick -- break his fall!

Plump falls INTO FRAME and lands on top of them with a THUD.

DOWNSHOT - PLUMP, ZEDDMORE, STANTZ

Plump lies on his back like a beached whale: Zeddmore's and Stantz's arms and legs stick out from under him.

ZEDDMORE
(crushed, muffled voice)
Quick thinking, Ray.

WIDE ANGLE - SPENGLER AND ENGLSIH GHOST AND MANITOU

Spengler is FIRING his particle thrower up at the ghosts, holding them in the ION STREAM.

SPENGLER
Give me a hand, Peter!

DOWNSHOT - VENKMAN

He aims his particle thrower up AT THE CAMERA.

VENKMAN
Welcome to New York.

He FIRES INTO THE CAMERA, and the ion stream FILLS THE FRAME.

CUT TO:

EXT. PLUMP TOWERS - NIGHT - ANGLE ON ZEDDMORE

standing behind Ecto-1, with two ghost traps in his hands. The rear door of Ecto-1 is open, with a pile of ghost traps inside.

ZEDDMORE
Whew! What a day!

He tosses the last two traps onto the pile: they land with a CLATTER.

ANGLE - PLUMP AND VENKMAN, SPENGLER, STANTZ

standing on the sidewalk near Ecto-1.

PLUMP
How can I ever repay you?

VENKMAN
Don't worry. We'll think of something.

They turn and walk toward Ecto-1.

WIDE ANGLE - PLUMP AND ECTO-1

with the Ghostbusters inside. Ecto-1 drives OUT OF FRAME.

INSIDE ECTO-1 - ON GHOSTBUSTERS

Stantz and Zeddmore are in the front seat, Venkman and Spengler in back. Spengler is looking at the heap of ghost traps in back.

SPENGLER
We used every ghost trap we've got on this one.

ON VENKMAN

VENKMAN
Good thing there wasn't one more ghost.

ON GHOSTBUSTERS

They all look at each other, horrified.

GHOSTBUSTERS
Oh, no!

OUTSIDE - ANGLE ON ECTO-1

Ecto-1 SCREECHES to a stop in the middle of the street.

CUT TO:

INT. HOTEL BALLROOM - NIGHT - ON RALPH

standing on the podium beneath the "AAAOH" banner, carrying a trophy with a large gold tooth on top of it.

RALPH
(into microphone)
Let's have a big hand for the winner of the best costume award!

APPLAUSE OS, as a big hand reaches INTO FRAME and takes the trophy from Ralph -- the Stay-Puft Man's hand. PULL BACK to show the Stay-Puft Man bending over the podium, trying to get close to the microphone. He's thrilled at winning the award.

STAY-PUFT MAN
I'd like to thank all the little people who made this possible...

FADE OUT.

THE END